**Republic: Armenia**
Area: 11,500 sq. mi.
Capital: Yerevan

Republic: Azerbaijan
Area: 33,400 sq. mi.
Capital: Baku

INTRODUCTION

WELLTRIS™ presents another challenge to the western world from the Russian gamemasters. Coming to us from the Soviet Union on the heels of its award-winning predecessor, TETRIS™, WELLTRIS, in a satisfying display of *glasnost* (openness) is made available to American gameplayers through the efforts of *Spectrum HoloByte*. These games represent a significant *glasnost* initiative towards the normalization of East-West relations, and point up the ongoing Soviet fascination with free enterprise and individual initiative.
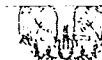
A Word About The Master: Alexey Pajitnov

Alexey Pajitnov of the Soviet Academy of Sciences created both TETRIS and WELLTRIS. The 32-year old inventor lives in a modest Moscow apartment with his wife and two children; the only non-standard item being his own personal computer. Such a personal privilege is still rare in the Soviet Union, but Pajitnov and a growing group of others at the Academy will inevitably change this.

Pajitnov is part of the computer revolution in Russia. The control of a personal computer is the control of your own knowledge - a necessary adjunct to controlling your own life.

Pajitnov hopes to travel some day, including trips to Japan and the United States. The international success of his games can only help his hopes come true.

System Requirements

To play WELLTRIS you need an IBM compatible machine with 256K and one floppy drive.

We assume that you already know how to load programs into your IBM PC. If this is your first game for your first IBM, please check your DOS reference guide for the correct procedures.

Be sure to back up the disk(s) that you will use in your machine. Play the game with the backup, keeping the original disk(s) ready for emergencies.

If you want to put this game on your hard drive, create a WELLTRIS directory and copy the entire contents of the disk into that directory.

Republic: Belorussia
Area: 80,2000 sq. mi.
Capital: Minsk

Republic: Estonia
Area: 17,400 sq. mi.
Captial: Tallinn

Using the Setup Screen

Use ← and → to make selections within a field, the Tab to switch left and right between fields and the ↑ and ↓ keys to move up and down the fields.

HI SCORE: takes you to high score screen.

INFO: takes you to the Credit Screen

SAVE OPTIONS: allows you to save a change of graphics mode, as described on the previous page, and all the selections you have made on the Setup Screen for future games.

**QUIT:** returns to DOS.

Opening Screens

Once WELLTRIS is loaded, you will see the Title Screen. Press any key to move to the Credit Screen. Pause a moment to consider how many people contributed to your enjoyment of this game. You can then wait until the screen changes automatically, or press any key again to go to the Identification Screen.

Throughout this booklet are pictures of the flags of the Republics which make up the Union of Soviet Socialist Republics. Accompanying the pictures are facts about the Republic. This screen asks you a question about the information with one of the pictures. Type in the first four characters of the necessary word or words to answer the question in the space provided. When you type in the correct word(s), the computer takes you to the Setup Screen. The game will not work unless you type in the right word(s).

The Setup Screen

This screen allows you to set the style of game you want to play. You can set the **level** and the **speed** of play, turn the **sound** on and off, set the **Movement Mode** (page 11), and set the **Next Piece** function (next page).
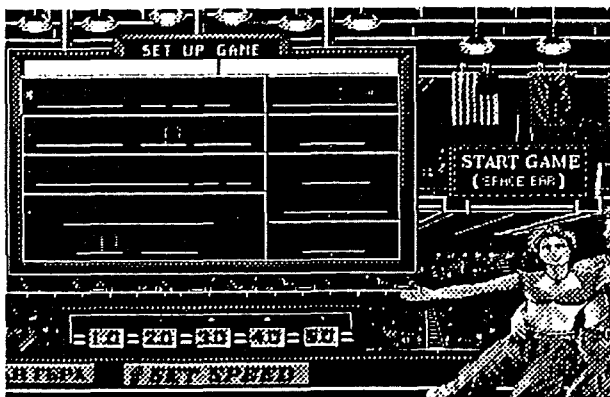
The Playing Screen

The Picture
The picture displayed on the right of the screen can be used as a quick reference for the speed of the pieces falling down the well. The same pictures appear for each different speed in every level of difficulty. You can increase the speed of falling by using Alt I. The speed also increases automatically the more lines you fill; this is indicated by a change of the picture. The speed cannot be decreased except by starting the game over again. The faster the speed, the more points you gain for placing pieces at the bottom of the well.

Level
This describes the difficulty level of the pieces falling down the well. The higher the number, the more complex the objects. There are three levels of difficulty.

Score
This is your score for the current game.

Lines
This is the total number of lines you have managed to remove from the well bottom in this game.

Next
This shows you the shape of the next piece to be released to the well. It gives you a bit of warning about the next shape you have to accomodate. This foreknowledge is useful, but it subtracts from your score for eliminating the piece. You can toggle this feature on and off by using Alt N.
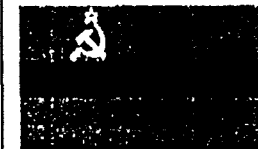
Loading the IBM™ WELLTRIS

The first time: Load DOS. Place the **program** disk in drive A. At the A> prompt type:
WELLTRIS [Enter]

This brings up the Graphics Mode Selection Screen. Choose the graphic mode you want from the selections shown.

This selection sets the game for your machine for all future use. The screen will not come up again. If you need to change this selection later, type **WELLTRIS** *X* (where *X* is the letter(s) of the type of graphics you wish to change to) when loading the game at the A> prompt. Then, if you want to save the new selection, select Save Options on the Setup Screen (see page 8) and press [Enter].

Alternately, you can type one of the following commands when starting the game to go directly to the graphics mode you want.

    WELLTRIS E (if you have EGA) or
    WELLTRIS C (if you have CGA) or
    WELLTRIS RC (for reverse CGA) or
    WELLTRIS H (if you have Hercules™) or
    WELLTRIS RH (for reverse Hercules™) or
    WELLTRIS T (if you have a Tandy)
Then press [Enter].

Follow the directions (if any - it depends on the graphic mode selected) to complete loading of the game.

The Object Of The Game

The object of WELLTRIS is to manipulate the game pieces falling down the sides of the well so that they get to the bottom of the well and fit amongst the game pieces already at the bottom of the well. When segments of game pieces form a line (either horizontal or vertical) at the bottom of the well, the line disappears, giving you more room to fit in more pieces. As long as you have pieces falling and room at the bottom of the well, the game continues.

The Game Pieces

The game pieces of the WELLTRIS game are geometric shapes made up of square segments. Some are shown in the sidebar to the right. These pieces can consist of two, three, four, and five segments. The game pieces used depend on the Level of Difficulty.

Levels of Difficulty

There are three levels of difficulty in this game; you can pick the level you want on the Setup Screen.
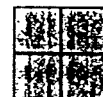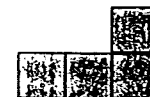*First Level :* The pieces in the first level of difficulty of the game are made up of two, three, or four squares.
Second Level: At the second level of difficulty, pieces are made up of only four squares.
Third Level: At the third level of difficulty, pieces are made up of two, three, four, and *five*, squares.

Moving the Pieces

Game pieces are moved by using the keyboard. The keys below are those necessary for the game. In some cases, it is possible to use the number pad that most IBM machines include. For those machines that do not have this feature, we also give you corresponding letter keys.

Standard Keyboard Commands: The following commands work at all times that game pieces are falling down the walls of the well.

Rotate	5, K
Drop	Spacebar
Quit To DOS	Alt Q
Restart Game	Alt R
Abort Current Game	Alt A
Pause	Alt P
Increase Speed Level	Alt I
Next Piece Display	Alt N
Sound Toggle	Alt S
Toggle Piece Movement Modes (see next page)	Alt M

Ending The Game

There are three ways to voluntarily end the game.

Alt Q *Quit to DOS:* This lets you exit the game entirely. This ends the game, returning you to DOS. No score is recorded.

Alt R *Restart Game:* This lets you cancel your game and return to the Startup Screen. No score is recorded.

Alt A *Abort Game:* This lets you end the game and go to the High Score Screen to record your score.

Standard Movement Mode: This is the default method of moving the pieces. It calls for switching the movement keys as you move from the horizontal to the vertical walls. Watch out for the corners. The central square of the game piece (the square it rotates around) must be on the new wall before you switch keys. The rotational square is not always obvious. Thus, if a 4-square piece has two squares on each wall, but the rotational segment is on the old wall, continue to use the key you have been using to move it. When the rotational segment is on the new wall, switch keys.

Along top and bottom walls
|	
Left	4, J, ←
Right	6, L, →

Along side walls
|	
Up	8, I, ↑
Down	2, M, ↓

Clockwise/Counter-Clockwise Movement Mode: This mode uses the same keys to move the piece no matter what wall it is on. The game piece moves in either a clockwise or counter-clockwise direction, depending on the key used. In this mode, the left and right arrows do not necessarily correspond with left and right directions; it depends on which wall you are on. On the bottom wall, the right arrow key moves the piece to the right, but moves it to the left on the top wall.

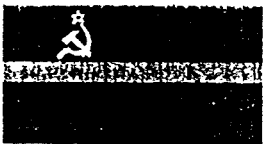|	
Clockwise	4, J, ←
Counter-Clockwise	6, L, →

Choose whichever mode appeals to you most; you can toggle between them just to give yourself a further challenge.
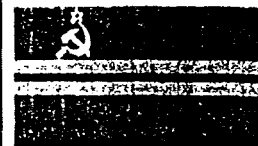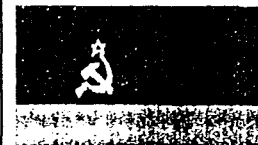
Republic:
Uzbekistan
Area:
172,700 sq. mi.
Capital: Tashkent

Example of using the corners: The "L-shaped" piece has been placed in a corner. When it hits bottom, the two legs of the "L" merge, momentarily making a three-square piece out of a 4-square piece. Since, in this case, there is nothing blocking the piece, the two sets of two-square pieces then split, going in different directions.

Before

During

After
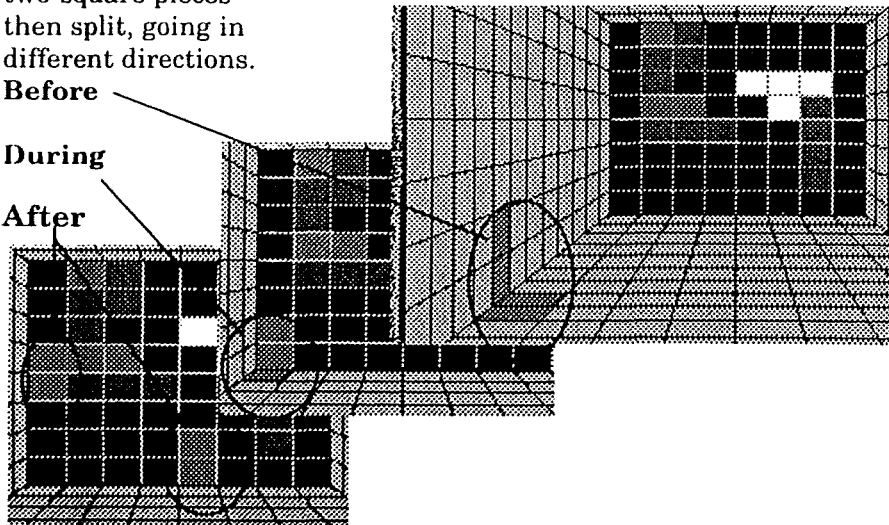
How Pieces Fall

If not interfered with, WELLTRIS game pieces fall one line on the wall at a time. You can move them horizontally as they fall.

Once a game piece reaches the floor of the well, you can no longer control a piece's direction. However, you can still rotate it at the last second to make it fit exactly into the space you want to fit it into.

Using The Corners

One unique feature of this game is the use of the corners of the well to create new shapes from the old shapes. When a piece is wrapped around a corner, its segments go in a direction appropriate for the wall that section is on until one segment hits an obstructing piece. Then all segments freeze, even though the other segments may not have hit an obstruction.

If obstructing pieces are very close to the corner, this can result in the parts of the piece overlapping each other, making a smaller piece out of the original piece.

Scoring

You get points for successfully bringing pieces to the floor of the well. You can do this by either controlling the piece until it has reached the bottom or by lining it up near the top of the well and then dropping it by using the [Spacebar].
You get more points the further the piece is dropped and more points for filling in either a horizontal or vertical line at the bottom of the well with segments. When a line is filled in, the computer removes the line (giving you more room to bring down more pieces) and increases your score. The more lines you remove at a time, the higher your score.

The Game Is Over

The game is over when you voluntarily exit it, as described before (page 10), *or* if you can no longer bring game pieces to the bottom of the well. In this case, you have lost - though you still get a score. You can lose the game in one of two ways:
All four walls blocked: Pieces that come to a stop with one or more of their sections still on the wall cause that wall to be blocked until three more pieces have finished falling either by touching bottom or being caught by another piece on the wall. No game piece will appear on that wall and pieces cannot be moved along that wall as long as it is blocked. If all four walls are blocked, the game is over.
One wall with pieces stacked to the top: If pieces are stopped on the wall and other pieces stack up on these pieces until there are pieces stacked the entire height of the wall, the game is over. Players of TETRIS will recognize this as the method by which that game is ended.